

## CLAIMS

1. A game console, comprising:

a memory;

a processor coupled to the memory; and

a console application stored in memory and executable on the processor,

wherein the console application is configured to:

create a soundtrack containing a plurality of audio tracks,

associate, with each of the plurality of audio tracks, an identifier of  
an audio source from which the audio track is obtained,

subsequently use, for at least one of the plurality of audio tracks, the  
identifier associated with the audio track to retrieve a title for the audio  
track, and

present the title for the audio track as part of the soundtrack.

2. A game console as recited in claim 1, wherein the memory comprises  
a hard disk drive.

3. A game console as recited in claim 1, wherein the console application  
is further configured to play soundtracks through the game console.

4. A game console as recited in claim 1, wherein the console application  
retrieves audio tracks from an audio CD in the game console.

1           **5.**    A game console as recited in claim 1, wherein the console application  
2 retrieves audio tracks from an audio DVD in the game console.

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4           **6.**    A game console as recited in claim 1, wherein the console application  
5 retrieves audio tracks from a game disc in the game console.

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7           **7.**    A game console as recited in claim 1, wherein the console application  
8 retrieves audio tracks from an online source coupled to the game console.

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10          **8.**    A game console as recited in claim 1, wherein the console application  
11 stores the soundtrack in the memory.

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13          **9.**    A game console as recited in claim 1, wherein the console application  
14 stores the soundtrack in the memory as a WMA file.

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16          **10.**   A game console as recited in claim 1, wherein the console  
17 application retrieves audio tracks from a plurality of audio sources.

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19          **11.**   A game console as recited in claim 1, wherein the console  
20 application is further configured to associate the soundtrack with a particular game  
21 such that the soundtrack is played when the particular game is launched.

1           12. A game console as recited in claim 1, wherein the console  
2 application is further configured to associate the soundtrack with a particular user  
3 of the game console.

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5           13. A game console as recited in claim 1, wherein the console  
6 application is further configured to display a listing of all soundtracks available for  
7 playback by the game console.

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9           14. A method, implemented in a game console, the method comprising:  
10 obtaining an audio track from an audio source;  
11 saving the audio track so that a copy of the audio track is available when  
12 the audio source is no longer accessible to the game console, wherein the audio  
13 track is at least part of a user-created soundtrack;  
14 saving an identifier of the audio source; and  
15 when a database containing meta data associated with the audio track is  
16 available, obtaining the meta data associated with the audio track from the  
17 database and storing the meta data associated with the audio track, wherein the  
18 meta data is obtained based at least in part on the identifier saved on the storage  
19 device.

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21           15. A method as recited in claim 14, wherein:  
22 saving the audio track comprises saving the audio track on a storage device  
23 of the game console;  
24 saving the identifier comprises saving the identifier on the storage device;  
25 and

1 saving the meta data comprises storing the meta data on the storage device.

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3 **16.** A method as recited in claim 15, wherein the storage device  
4 comprises an internal hard disk drive of the game console.

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6 **17.** A method as recited in claim 15, wherein the database is stored on  
7 the storage device.

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9 **18.** A method as recited in claim 14, further comprising:  
10 saving an indicator of the audio track; and  
11 wherein the meta data is obtained based at least in part on both the saved  
12 identifier and the saved indicator on the storage device.

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14 **19.** A method as recited in claim 14, wherein the audio source  
15 comprises an audio CD.

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17 **20.** A method as recited in claim 14, wherein the audio source  
18 comprises an audio DVD.

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20 **21.** A method as recited in claim 14, wherein the identifier of the audio  
21 source comprises table of contents (TOC) information for the audio source.

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1           **22.**     A method as recited in claim 14, wherein at least a portion of the  
2 database is stored on a removable media readable by a media drive of the game  
3 console.

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5           **23.**     A method as recited in claim 22, wherein the removable media  
6 comprises an optical disc.

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8           **24.**     A computer-readable medium for a game console comprising  
9 computer-executable instructions that, when executed, direct the game console to:

10           obtain an audio track from an audio source;  
11           save the audio track so that a copy of the audio track is available when the  
12 audio source is no longer accessible to the game console, wherein the audio track  
13 is at least part of a user-selected soundtrack;

14           save an identifier of the audio source; and

15           when a database containing meta data associated with the audio track is  
16 available, obtain the meta data associated with the audio track from the database  
17 and store the meta data associated with the audio track, wherein the meta data is  
18 obtained based at least in part on the identifier saved on the storage device.

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20           **25.**     A computer-readable medium as recited in claim 24, wherein:

21           the instructions that direct the game console to save the audio track direct  
22 the game console to save the audio track on a storage device of the game console;

23           the instructions that direct the game console to save the identifier direct the  
24 game console to save the identifier on the storage device; and  
25

1 the instructions that direct the game console to store the meta data direct the  
2 game console to store the meta data on the storage device.

3  
4 **26.** A computer-readable medium as recited in claim 25, wherein the  
5 storage device comprises an internal hard disk drive of the game console.

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7 **27.** A computer-readable medium as recited in claim 25, wherein the  
8 database is stored on the storage device.

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10 **28.** A computer-readable medium as recited in claim 24, wherein the  
11 instructions, when executed, further direct the game console to:

12 save an indicator of the audio track; and

13 wherein the meta data is obtained based at least in part on both the saved  
14 identifier and the saved indicator.

15  
16 **29.** A computer-readable medium as recited in claim 24, wherein the  
17 audio source comprises an audio CD.

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19 **30.** A computer-readable medium as recited in claim 24, wherein the  
20 audio source comprises an audio DVD.

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22 **31.** A computer-readable medium as recited in claim 24, wherein the  
23 identifier of the audio source comprises table of contents (TOC) information for  
24 the audio source.

1           **32.**    A computer-readable medium as recited in claim 24, wherein at  
2    least a portion of the database is stored on a removable media readable by a media  
3    drive of the game console.

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5           **33.**    A computer-readable medium as recited in claim 32, wherein the  
6    removable media comprises an optical disc.

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8           **34.**    A method, implemented in a game console, the method comprising:  
9           obtaining an audio track from a source;  
10          saving the audio track on a storage device of the game console;  
11          saving, on the storage device, an identifier of the source;  
12          waiting for a future application to be subsequently installed on the game  
13    console; and

14          after the future application is installed on the game console, using the saved  
15    identifier to obtain meta data associated with the audio track from a database and  
16    storing the meta data associated with the audio track on the storage device.

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18          **35.**    A method as recited in claim 34, wherein obtaining the meta data  
19    comprises obtaining the meta data in response to the future application being  
20    installed.

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22          **36.**    A method, implemented in a game console, the method comprising:  
23          copying an audio track from an audio source to a storage device of the  
24    game console, wherein the audio track is at least part of a user-selected  
25    soundtrack;

1 using an identifier of the audio source to retrieve meta data associated with  
2 the audio track from a database if the database is accessible; and

3 saving the identifier of the audio source on the game console if the database  
4 is not accessible.

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6 **37.** A method as recited in claim 36, further comprising using the saved  
7 identifier to retrieve the meta data associated with the audio track when the  
8 database is subsequently available.

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10 **38.** A method as recited in claim 37, further comprising:  
11 saving, on the game console, an indicator of the audio track; and  
12 using both the saved identifier and the saved indicator to retrieve the meta  
13 data.

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15 **39.** A method as recited in claim 36, wherein the audio source  
16 comprises an audio CD.

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18 **40.** A method as recited in claim 36, wherein the audio source  
19 comprises an audio DVD.

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21 **41.** A method as recited in claim 36, wherein the storage device  
22 comprises an internal hard disk drive of the game console.



1           **42.**    A method as recited in claim 36, wherein the identifier of the audio  
2 source comprises table of contents (TOC) information for the audio source.

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4           **43.**    A method as recited in claim 36, wherein at least a portion of the  
5 database is stored on a removable media inserted in the game console.

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7           **44.**    A method as recited in claim 43, wherein the removable media  
8 comprises an optical disc.

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10          **45.**    A computer-readable medium for a game console comprising  
11 computer-executable instructions that, when executed, direct the game console to:  
12           copy an audio track from an audio source to a storage device of the game  
13 console, wherein the audio track is at least part of a user-created soundtrack;  
14           use an identifier of the audio source to retrieve meta data associated with  
15 the audio track from a database if the database is accessible; and  
16           save the identifier of the audio source on the game console if the database is  
17 not accessible.

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19          **46.**    A computer-readable medium as recited in claim 45, wherein the  
20 instructions further direct the game console to use the saved identifier to retrieve  
21 the meta data associated with the audio track when the database is subsequently  
22 available.

1           **47.**    A computer-readable medium as recited in claim 46, wherein the  
2 instructions further direct the game console to:

3           save, on the game console, an indicator of the audio track; and  
4           use both the saved identifier and the saved indicator to retrieve the meta  
5 data.

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7           **48.**    A computer-readable medium as recited in claim 45, wherein the  
8 audio source comprises an audio CD.

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10          **49.**    A computer-readable medium as recited in claim 45, wherein the  
11 audio source comprises an audio DVD.

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13          **50.**    A computer-readable medium as recited in claim 45, wherein the  
14 storage device comprises an internal hard disk drive of the game console.

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16          **51.**    A computer-readable medium as recited in claim 45, wherein the  
17 identifier of the audio source comprises table of contents (TOC) information for  
18 the audio source.

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20          **52.**    A computer-readable medium as recited in claim 45, wherein at  
21 least a portion of the database is stored on a removable media inserted in the game  
22 console.

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53. A computer-readable medium as recited in claim 52, wherein the removable media comprises an optical disc.